

Comparisons of Job Characteristics

Focus Occupation: Gaming Change Persons and Booth Cashiers (41-2012)

Associated Occupation: Gaming Cage Workers (43-3041)

[Compare Knowledge](#)

[Compare Skills](#)

[Compare Abilities](#)

[Compare Detailed Work Activities](#)

[Compare Tools and Technologies](#)

| | |
|----|--|
| << | Focus occupation element is much lower |
| < | Focus occupation element is lower |
| 0 | Focus occupation element is at a similar level |
| > | Focus occupation element is at a higher level |
| >> | Focus occupation element is at a much higher level |

Knowledge

Similarity of Focus Occupation to Associated Occupation: 93

Focus Occupation: Gaming Change Persons and Booth Cashiers (41-2012)

Associated Occupation: Gaming Cage Workers (43-3041)

| Associated Occupation's Key Knowledge Elements | Average Rating, All Occupations | Associated Occupation's Rating | Focus Occupation's Rating | Evaluation of Focus Occupation |
|--|---------------------------------|--------------------------------|---------------------------|--|
| Customer and Personal Service | 11.3 | 15.8 | 17.9 | > Current knowledge level is likely sufficient |
| Mathematics | 9.2 | 13.3 | 11.3 | < Expanded education and/or training may be required |
| Economics and Accounting | 4.4 | 7.6 | 7.4 | 0 Current knowledge level may be sufficient |

The maximum possible rating is 25.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O*NET (Occupation Information Network) data.

Skills

Similarity of Focus Occupation to Associated Occupation: 84

Focus Occupation: Gaming Change Persons and Booth Cashiers (41-2012)

Associated Occupation: Gaming Cage Workers (43-3041)

| Associated Occupation's Key Skills Elements | Average Rating, All Occupations | Associated Occupation's Rating | Focus Occupation's Rating | Evaluation of Focus Occupation |
|---|---------------------------------|--------------------------------|---------------------------|---|
| Speaking | 10.8 | 10.8 | 8.2 | << Extensive development of skills in this area may be required |
| Mathematics | 6.2 | 10.0 | 7.7 | < A higher skill level may be required |
| Service Orientation | 7.9 | 8.2 | 7.3 | < A higher skill level may be required |

The maximum possible rating is 25.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O*NET (Occupation Information Network) data.

Abilities

Similarity of Focus Occupation to Associated Occupation: 82

Focus Occupation: Gaming Change Persons and Booth Cashiers (41-2012)**Associated Occupation: Gaming Cage Workers (43-3041)**

| Associated Occupation's Key Abilities Elements | Average Rating, All Occupations | Associated Occupation's Rating | Focus Occupation's Rating | | Evaluation of Focus Occupation |
|--|---------------------------------|--------------------------------|---------------------------|---|---|
| Oral Expression | 12.4 | 12.9 | 10.4 | < | Some improvement in abilities may be required |
| Near Vision | 11.1 | 11.8 | 10.7 | < | Some improvement in abilities may be required |
| Oral Comprehension | 12.5 | 11.2 | 10.5 | 0 | Current ability level may be sufficient |
| Problem Sensitivity | 11.1 | 11.2 | 8.9 | < | Some improvement in abilities may be required |
| Number Facility | 6.3 | 10.9 | 9.1 | < | Some improvement in abilities may be required |
| Information Ordering | 9.9 | 10.3 | 8.4 | < | Some improvement in abilities may be required |
| Speech Clarity | 10.2 | 10.2 | 8.6 | < | Some improvement in abilities may be required |
| Selective Attention | 8.7 | 10.0 | 10.3 | 0 | Current ability level may be sufficient |
| Mathematical Reasoning | 6.3 | 9.1 | 7.1 | < | Some improvement in abilities may be required |
| Trunk Strength | 5.7 | 8.1 | 6.4 | < | Some improvement in abilities may be required |

The maximum possible rating is 25.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O*NET (Occupation Information Network) data.

Activities that Both Occupations Have in Common

Similarity of Focus Occupation to Associated Occupation: 96

Focus Occupation: Gaming Change Persons and Booth Cashiers (41-2012)**Associated Occupation: Gaming Cage Workers (43-3041)**

| Work Activities | Exclusivity of Activity |
|---|-------------------------|
| Calculate monetary exchange | 67 |
| Provide customer service | 14 |
| Use computers to enter, access or retrieve data | 3 |
| Use oral or written communication techniques | 1 |

Not all positions in these occupations will necessarily perform all of the listed activities. The exclusivity rating is an indication of how unique the activity is amongst all occupations. The maximum rating is 100. High scores indicate that only a small number of occupations engage in that activity.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O*NET (Occupation Information Network) data.

Tools and Technologies that Both Occupations Have in Common

Similarity of Focus Occupation to Associated Occupation: 95

Focus Occupation: Gaming Change Persons and Booth Cashiers (41-2012)**Associated Occupation: Gaming Cage Workers (43-3041)**

| Tools and Technologies | Exclusivity |
|------------------------|-------------|
|------------------------|-------------|

| | |
|--|----|
| Calculating machines and accessories | 3 |
| Cash handling supplies | 80 |
| Computers | 1 |
| Content authoring and editing software | 1 |
| Sorting machines | 51 |

Not all positions in these occupations will necessarily use all of the listed tools and technologies. The exclusivity rating is an indication of how unique the tool or technology is amongst all occupations. The maximum rating is 100. High scores indicate that only a small number of occupations use that tool or technology.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O*NET (Occupation Information Network) data.